

## CLAIMS

What is claimed is:

1. A gaming system, comprising:  
a primary game; and  
a secondary game of mental strategy, in which a gamer takes a plurality of turns, each turn of said secondary game being awarded upon the occurrence of at least one of a predetermined event in said primary game and a particular result during play of said primary game.
2. The gaming system of claim 1, wherein said secondary game comprises a matrix type game.
3. The gaming system of claim 2, wherein, in said matrix type game, upon positioning at least two first game pieces along a line including at least one second game piece, the gamer captures at least said at least one second game piece.
4. The gaming system of claim 3, wherein, upon said positioning, the gamer also captures said at least two first game pieces.
5. The gaming system of claim 3, wherein said at least one second game piece is captured when said at least two first game pieces are positioned adjacent to and at opposite ends of a single second game piece or a sequence of linearly arranged second game pieces.
6. The gaming system of claim 3, wherein said at least one second game piece is captured when at least three first game pieces are positioned in-line with said at least one second game piece.
7. The gaming system of claim 3, wherein, upon being captured, said at least one second game piece is removed from said matrix.

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8. The gaming system of claim 3, wherein, upon being captured, said at least one second game piece becomes a first game piece.

9. The gaming system of claim 3, wherein the gamer is provided with an award for each captured game piece.

10. The gaming system of claim 9, wherein said award associated with each game piece is a fixed amount.

11. The gaming system of claim 9, wherein said award associated with each game piece is an amount that has been wagered on that game piece.

12. The gaming system of claim 9, wherein said award associated with each game piece is based on a result in said primary game that resulted in placement of that game piece.

13. The gaming system of claim 3, wherein, upon said positioning said at least two first game pieces, the gamer has an option to prevent capturing of said at least one second game piece.

14. The gaming system of claim 13, wherein, upon positioning at least one additional first game piece along said line, the gamer recaptures at least each second game piece located along said line.

15. The gaming system of claim 14, wherein, upon recapturing at least each second game piece located along said line, the gamer is provided with an award for each captured game piece and an additional award for previously preventing capture of said at least one second game piece.

16. The gaming system of claim 1, wherein, upon receiving a turn in said secondary game, the gamer is permitted to prevent other gamers from taking turns for a specified period of time.

17. The gaming system of claim 16, wherein said specified period of time is based on an outcome of said primary game.

18. A gaming method, comprising:  
executing play of a primary game; and  
upon the occurrence of at least one prespecified event in said primary game, entering a secondary game, said secondary game comprising a game requiring mental strategy.

19. The gaming method of claim 18, wherein said entering said secondary game comprises entering a secondary game comprising a competitive, matrix type game.

20. The gaming method of claim 18, wherein said entering said secondary game comprises providing a player with a turn in said secondary game upon achieving said at least one prespecified event.

21. The gaming method of claim 20, wherein the player is required to resume play of said primary game following said turn.

22. The gaming method of claim 21, wherein, upon achieving said at least one prespecified event in said primary game, the player receives another turn in said secondary game.

23. The gaming method of claim 18, wherein said entering said secondary game occurs after at least one of:  
obtaining at least one prespecified combination of indicia during play of said primary game;  
obtaining at least a prespecified amount of winnings during play of said primary game;  
and  
redeeming or wagering at least a prespecified number of game credits or money.

24. A matrix type game, comprising:  
a game board including a plurality of spaces arranged in a grid comprising a plurality of columns and a plurality of rows;  
at least two distinguishable sets of game pieces, each set of game pieces belonging to a corresponding gamer, said game pieces being positionable in spaces on said game board; and  
rules comprising permitting a gamer, upon receiving a turn, to place a game piece of a set onto a space of said game board, the gamer being permitted to capture at least one game piece of another set upon positioning at least three game pieces of the same set in spaces that are arranged in-line along said game board with said at least one game piece of said another set.

25. The matrix type game of claim 24, wherein said rules include permitting the gamer to capture said at least one game piece of another set only if said at least three game pieces of the same set and said at least one game piece of said another set are sequentially adjacent to one another.

26. The matrix type game of claim 24, wherein said rules further comprise permitting the gamer to remove said at least one game piece of said another set from said game board.

27. The matrix type game of claim 26, wherein said rules further comprise permitting the gamer to remove said at least three game pieces of the same set from said game board.

28. The matrix type game of claim 24, wherein said rules further comprise permitting the gamer to replace said at least one game piece of said another set with a game piece of the same set as that of said at least three game pieces.

29. The matrix type game of claim 24, wherein said rules further comprise providing the gamer with an award for said at least one game piece of said another set in-line with said at least three game pieces of the same set.

30. The matrix type game of claim 29, wherein said rules further comprise providing the gamer with an award for said at least three game pieces of the same set that are in-line with one another.

31. The matrix type game of claim 24, wherein said rules permit the gamer to continue play without capturing said at least one game piece of said another set.

32. The matrix type game of claim 31, wherein said rules further comprise providing the gamer with an additional award upon subsequently positioning at least one additional game piece of the same set as said at least three game pieces in-line with said at least one game piece of said another set.

33. The matrix type game of claim 24, wherein said rules permit a gamer to remove a game piece from a first space on said game board and replace that game piece at a second space on said game board in lieu of positioning another game piece on said game board.

34. The matrix type game of claim 24, wherein said rules permit a gamer to position a game piece over another game piece of another set.

35. The matrix type game of claim 34, wherein said rules include increasing an award value of said game piece upon positioning the same over said another game piece of said another set.

36. A matrix type game, comprising:  
a game board including a plurality of spaces arranged in a grid comprising a plurality of columns and a plurality of rows;  
at least two distinguishable sets of game pieces, each set of game pieces belonging to a corresponding gamer, said game pieces being positionable in spaces on said game board; and  
rules comprising permitting a gamer, upon receiving a turn, to place a game piece of a set onto a space of said game board and, upon positioning at least two game pieces of said set in-line with, at opposite sides of, and adjacent to a game piece of at least another set or adjacently positioned game pieces of at least another set, permitting the gamer to replace each game piece of said at least another set with a game piece of said set.

37. The matrix type game of claim 36, wherein said rules further comprise providing the gamer with an award for each replaced game piece of said at least another set.

38. The matrix type game of claim 37, wherein said rules further comprise providing the gamer with an award for said at least two game pieces of said set that are positioned in-line with, at opposite sides of, and adjacent to said game piece of said at least another set or said adjacently positioned game pieces of said at least another set.

39. The matrix type game of claim 36, wherein said rules permit the gamer to continue play without capturing said game piece of said at least another set or said adjacently positioned game pieces of said at least another set.

40. The matrix type game of claim 39, wherein said rules further comprise providing the gamer with an additional award upon subsequently positioning at least one additional game piece of the same set as said at least two game pieces in-line with, adjacent to, and at an opposite end of a sequentially adjacent series of game pieces from another game piece of the same set.

41. The matrix type game of claim 36, wherein said rules permit a gamer to remove a game piece from a first space on said game board and replace that game piece at a second space on said game board in lieu of positioning another game piece on said game board.

42. The matrix type game of claim 36, wherein said rules permit a gamer to position a game piece over another game piece of another set.

43. The matrix type game of claim 42, wherein said rules include increasing an award value of said game piece upon positioning the same over said another game piece of said another set.

44. A gaming apparatus, comprising:  
a processor configured to:  
implement a primary game; and  
at least partially effect play of a bonus event upon the occurrence of at least one prespecified event during play of said primary game; and  
at least one display in communication with said processor.

45. The gaming apparatus of claim 44, further comprising:  
a communication element in communication with said processor for establishing communication between said processor and a remote processor that implements said bonus event.

46. The gaming apparatus of claim 44, wherein said bonus event comprises a competitive, matrix type game.

47. The gaming apparatus of claim 44, wherein said bonus event comprises a game of mental skill.

48. The gaming apparatus of claim 44, wherein said bonus event is played against a processor administering the same.

49. The gaming apparatus of claim 44, wherein said bonus event is played against at least one other gamer.

50. A gaming system, comprising:  
a first gaming terminal at which:  
a primary game is implemented; and  
upon the occurrence of at least one prespecified event during play of said primary game, a bonus event is initiated and at least partially effected for play by a gamer using said first gaming terminal; and  
at least one additional gaming terminal in communication with said first gaming terminal, said bonus event also being at least partially effected at said at least one additional terminal for competitive play by another gamer.

51. The gaming system of claim 50, further comprising:  
a bonus event computer located remotely from and in communication with said first gaming terminal and said at least one additional gaming terminal to implement said bonus event.

52. The gaming system of claim 50, wherein said bonus event comprises a competitive, matrix type game.

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53. The gaming system of claim 50, wherein said bonus event comprises a game of mental skill.

54. The gaming system of claim 50, wherein said bonus event is played against a processor administering the same.

55. The gaming system of claim 50, wherein said bonus event is played against at least one other gamer.

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